Johnny Delgado

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WORK EXPERIENCE

Future State University   **San Francisco, CA**
Creative Director & Level Designer   June 2024-Present
- Direct game design efforts of fantasy MMO game for a team of over 30 people, and maintain game design document (GDD)
- Design and iterate on 4 education-centered games and 8 levels to meet evolving gameplay and strategic goals
- Lead coordination of design, art, development, production, and leadership teams to ensure a unified game vision

Humaginarium   **Remote**
Game Designer   August 2020-May 2024
- Developed engaging educational games with a team of 10 people for desktop and mobile platforms
- Proposed game systems conveying biomedical concepts to players within a game environment and refined GDD

University of Florida – College of Education   **Gainesville, FL**
Computer Science Curriculum Designer   April 2022-May 2024
- Taught game-based education methods to preservice teachers apprenticing across 3 different grade levels
- Created and presented online micro-credential courses which introduced computer science (CS) to over 125 teachers

The Out-of-Door Academy   **Lakewood Ranch, FL**
Game Design Teacher / Interim Director of Computer Science & Instructional Technology   July 2019-July 2021
- Created and taught 6 Virtual Reality Video Game Design and Development courses teaching Unreal Engine (31 students)
- Presented quarterly to board of directors and parents' association to increase STEAM enrollment and funding

Enrichment Resource Group   **Sarasota, FL**
Product Manager and Designer   April 2020-July 2021
- Researched/presented video game and product ideas monthly to team of 5 programmers, artists, and product specialists

EDUCATION

University of Florida   **Gainesville, FL**
Masters, Digital Arts and Sciences (Virtual Reality Video Game Design)   May 2024
Emory University   **Atlanta, GA**
Bachelor of Science, Biology   May 2019

GAMES

"Future State University", **Creative Director and Level Designer** (team of 32)   June 2024-Present
- MMO desktop/mobile game which uses AI to assess and teach high school and adult learners through gameplay
- Received a Dev/Mission partnership; Deployed in the Oakland Unified School District (California)

"Outpost Horizon", **Project Lead and Game Designer** (team of 5)   November 2023-May 2024
- Multiplayer VR and mobile game in which the two players must work together to repair a mysterious oil rig
- Outstanding Achievement in Augmented & Virtual Reality Award – Convergence 2024 Game Showcase

"SummVR Camp", **Project Lead and Creative Director** (team of 10)   August 2023-December 2023
- Multiplayer VR summer camp simulation which lets players rock climb, DJ, and practice archery with others

"Sharktographer", **Project Manager and Lead Game Designer** (team of 5)   July 2023-December 2023
- VR undersea educational game similar to Pokemon Snap made for The Florida Museum of Natural History

"Third Born", **Project Lead, Systems Designer, and Narrative Designer** (team of 3)   March 2021-April 2023
- Visual novel with branching path storyline about politics in the Middle Ages

"Elemental Assassin", **Solo Developer**   February 2020-November 2021
- Single player VR action combat game in which players control rocks and boulders to fight enemies and solve puzzles

ADDITIONAL INFORMATION

Development Environments: Unreal Engine (UE4 & UE5), Unity, Twine, and Android Studio

Programming Proficiencies: UE4 and UE5's Blueprint system, C#, C++, Java, Python

Other Proficiencies: Jira, Git, Asana, Monday.com, Maya, Blender, Adobe Photoshop/Illustrator, Figma, Slack

Interests: D&D (Dungeon Master), Reading, Writing, Psychology, Baking, Leather Working, Classical Guitar, Ancient History